

Sweet Cheater F

COLLABORATORS

	<i>TITLE :</i> Sweet Cheater F		
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Sweet Cheater F

1.1 348

*F1 WORLD CHAMPIONSHIP EDITION:

On the title screen, Type "REVEAL". The screen should flash red.

1.2 349

F-15 STRIKE EAGLE II:

During play, press 'CTRL', 'ALT', and 'R' simultaneously to restock your ammunition.

1.3 350

F-16 COMBAT PILOT:

If you're fed up with landing try the following: Jetison all fuel and weapons and climb to 65000ft. Stay there until the last of your fuel runs out. Dive towards the ground and at 10 or 11 thousand feet pull up hard. You will then be able to rise about 4000 ft and then start falling towards the ground. Just as you hit the ground the mission will end safely.

1.4 351

F17 CHALLENGE: (Terry Wood)

When you reach a tunnel crash against the left wall and hold the joystick there until you reach 100 percent damage. Then hold down the fire button and your damage will go up to about 700 percent and reset back to 0 percent. Make sure you are well inside the tunnel or you will reach daylight halfway through the cheat.

1.5 352

F-117 STEALTH FIGHTER:

Choose to run a strike mission, but don't arm your craft with any air to ground weaponry. When you get a ground target, press '7' and 'U' at the same time and the target will blow up automatically.

1.6 353

F-19 STEALTH FIGHTER:

Press 'ALT' and 'H' to get the pitch lines on your hud, fly upside down, turn off your engines, keep your plane about 10 degrees on your hud and watch that baby climb.

1.7 354

F-29 RETALIATOR:

On the enrollment enter your name as "CIARAN" then load up the pilots log. THE NAME SHOULD NOW READ {OCEAN OK}. NOW You can fly any mission with the huge benefit of infinite missiles and cannons.

Also, choose "THE DIDDY MEN" for your name, click {COLONEL} icon

and hit 'RETURN'. Accept a mission (without selecting one) then go back and select a mission. Now start the game and play as normal. Hit 'ENTER' to automatically land the plane.

1.8 355

FA-18 INTERCEPTOR (ELECTRONIC ARTS):

Taxi down U.S. 101, turn right at highway 92, pull up to the EA headquarters and blow it away!

In mission 6, once you've fired all your missiles, you can land on the shadow sub (if it's still afloat) and it will refuel and rearm you.

Select option 2 {FREE FLIGHT, NO ENEMY CONFRONTATION} from the main menu. Then select zero instead of 1 to 4. The screen will go into a spiral and scroll way south to 34 by 117 degrees, placing your plane somewhere without a runway. This happens to be in the middle of Edwards Air Force Base, where the F/A-18 was flight tested. To take off you have to use the afterburners. 117 degrees is the furthest south you'll be able to fly, but you can go in other directions. Is there more to this back door?

1.9 356

FAERY TALE ADVENTURE:

Save your position in the dungeons or caves. Then go through it and open doors until you run out of keys. Now restore your position, and you will have all your keys, but all the doors will still be open. Repeat as often as you need.

Go to the dark evil castle. Stand right up against the force field. Let yourself starve so that you faint. When you wake up, you'll be on the other side of the forcefield.

Find the green turtle, jump on his back and start attacking. Nothing will happen except your bravery points will keep piling up.

On the island with the Crystal Castle press RIGHT MOUSE BUTTON while speaking with the sorceress and luck increases to 65. Ask the sorceress several times.

A secret entrance to the fort exists. On the left side, near even with the door.

If running low on Green keys, use a secret entrance for the fort. It's on the left side, almost even with the door.

Beating the Turtle is not beating, it is pushing, so push the turtle across the land, to use it in special places: The turtle was programmed in asbestos, and can swim in Lava. It can be used to enter the black citadel at the south. Also, while it is present, you are not attacked, but by the time one has the turtle, one is already invincible.

Save a game to a back up file and patch byte 18 to a non-zero value and you know have these cheats at your disposal:

```
ARROW KEYS____Move very fast over any terrain.  
'B'_____Summon gold swan.  
'R'_____Rescue princess.  
'='_____Display coordinates.  
'F9'_____Increase time by one hour.  
'F10'_____Location in coordinates.
```

1.10 357

FALCON:

If your ammo runs low, press 'CTRL' and 'X' during the game and watch the extra 500 rounds and 9 sidewinders clock up on the instruments. It maybe 'CTRL', 'L SHIFT', and 'X'. For a perfect landing, hold the 'HELP' key down about 10 to 20 feet above the runway.

If you get badly hit, don't bail out, instead swing round and head for home. Press 'HELP' and the '+' on the keypad and keep them depressed. The F16 will stay level and drop down. Switch to tracking mode and rotate to side view. Just before touch down, pitch up the nose and the plane will touch down successfully every time. Select "end mission" and you will be rescued even if you are in enemy territory.

1.11 358

*FANTASTIC DIZZY:

On the title screen, hold down 'L SHIFT', 'S', 'U', and 'B'. You will then be presented with a subgame menu. Once you exit the this menu the game will start. Press 'F10' for more lives.

1.12 359

*FANTASTIC VOYAGE: (Keith Krellwitz)

On the title screen, press fire to start the game. When you are asked to enter disk two, enter the second disk. After you insert the 2nd disk the drive light should go on for a second and then off. Now quickly press and hold the LEFT and RIGHT MOUSE BUTTONS, the FIRE BUTTON, and the 'SPACE BAR'. Hold them until the drive light goes out again. You should now be at the control room screen. Press fire to start and you will now start with 99 lives.

1.13 360

FANTASY MANAGER:

In one player mode against all the other computer players take the lead then press enter and it will go onto the next game, crediting you with the win.

1.14 361

*FANTASY WORLD DIZZY:

On the high score table enter your name as "IMMORTAL", for invincibility. On the high score table enter your name as "FLOATING" and during play hold down 'RETURN' and use the joystick to move dizzy around the screen.

1.15 362

FAST LANE:

Although not stated in the manual, there is an automatic gearbox. Pressing 'G' toggles between manual and automatic transmission. During qualification pause the game with 'F1' and then unpause with the 'SPACE BAR'. The qualifying time is now frozen, allowing you to go as slowly as you want while remaining in pole position.

1.16 363

FEDERATION OF FREE TRADERS:

Advancement in rank has nothing to do with the amount of credits to your name. It is related to the number of missions you complete and ships destroyed. The only way to earn a lot of credits is to haggle on the trade-net. By staying in the space station on the net, and trading in guns, food and gold, you will quickly build a fortune. Travelling to space stations requires you to jump until you cannot get any further. Guide to completing the missions:

MISSION 01: Take message: Just go there! Use e pod.

MISSION 02: Destroy aliens, but not unknowns: Kill 4+.
Use E pod.

MISSION 03: Destroy sat!

MISSION 04: Escort convoy. Use E pod.

MISSION 05: Investigate disappearances. Kill 4+. USE E pod.

MISSION 06: Search for survivors.

MISSION 07: Escort vip. Land on planet then go to destination.

MISSION 08: Go and report.

MISSION 09: Destroy alien.

MISSION 10: Rescue civilians. Land on planet.

1.17 364

FEDERATION QUEST:

(LEVEL CODES)

02--"SLUMBER"	07-"HAMPERED"	12---"FRENZY"	17----"GLOOM"
03-"INTEREST"	08-"BLACKOUT"	13-"HANDYMAN"	18--"PRIMATE"
04-"BULKHEAD"	09--"WARRIOR"	14--"CROWDED"	19-"MADHOUSE"
05-"SHOWROOM"	10--"VICTORY"	15--"RADIATE"	20--"TRIUMPH"
06-"MUSHBASH"	11--"TRAPPED"	16--"VOLTAGE"	

1.18 365

FERNANDEZ MUST DIE:

Pause the game, and type "SPINYNORMAN" for infinite lives.

1.19 366

FIFA International Soccer CD\$^3\$^2\$:

Here are some codes for this great soccer game. All codes must be entered with the joybad in the Options mode. If a code does not work exit the options menu, re-enter and try again. The 'L' and 'R' are the buttons on top of the joypad.

Y Y Y X A A A B	-Invisible Walls
X A B Y Y B A X	-Crazy Ball
B A R B Y L	-Curve Ball
B A B B B B B B B B	-Super Kicks
A A A A A Y Y Y Y Y	-Super Goalie
A A B B Y Y X X	-Dream Team
L L L L L R L	-Super Defence
R R R R R L R	-Super Offence

1.20 367

*FIGHTER BOMBER:

Enter "448944895554" for the pilots name. This should give you access to all of the missions. Press the 'D' key to go to the next target. If this doesn't work try one of the following: "KYLIE", "SO WHAT IF I DO", or "BUCKAROO". Enter "VERSION" to see what version.

1.21 368

FIGHTING SOCCER:

In a one player game if you shoot at the goal post diagonally and it hits the post, you will score. In a two player game hit the post straight on.

1.22 369

*FIGHTING SPIRITS AGA & ECS (NEO): (Abaddon)

Enter any of the following for your name on the high score table:

"CHEATER" _____ For the end of game sequence (Lame).
"VIDEO GIRL" _____ For Super Fighting Spirits.
"SD POWER" _____????

NOTE 1: Make sure you put a space after CHEATER!!!!!!

NOTE 2: Super Fighting Spirits will give you two more characters to choose from.

If you go to the credit screen and wait for a while a secret screen will appear. This will give you the secret moves to the two hidden characters and a hint on a different way to activate Super Fighting Spirits mode.

To activate the Super Fighting Spirits mode described on the secret screen, select options and highlight exit. Now push the joystick to the right till the screen flashes and you will be in Super mode.

1.23 370

FINAL BLOW BOXING:

Pause the game and press 'F10' six times to leave your opponent totally useless.

1.24 371

FINAL FIGHT:

Watch the intro screen until the bloke asks Mike Hagar to turn on the telly, then press 'HELP' five times to activate the cheat. You now are invulnerable to hits and kicks and press '+' to make all mad gear members disappear. Also, pause the game and type "SHERRIF FATMAN" for infinite lives.

1.25 372

*FINAL MISSION: (Keith Krellwitz)

While the game is loading hold down the LEFT MOUSE BUTTON and 'T' until the game has totally loaded. This will give you infinite lives. (STAR COLLECTION)

1.26 373

FIRE & BRIMSTONE:

Position your joystick left-under on the titlescreen, keep it there and press 'ESC'.

1.27 374-----
FIRE AND ICE:

Type "COOL" and press 'RETURN' for infinites.

Press the L MOUSE BUTTON on the title screen for infinite lives.

1.28 375-----
FIREFORCE:

Start the game as normal with just one bazooka shell. Arm the weapon, press and hold the fire button. Now press 'ESC'. Go to the armory and get rid of all your rockets. Now you can start the mission with infinite supply of bazooka shells. The same applies to all weapons as well.

1.29 376-----
FIRST SAMURAI:

Pause game then type "DIPUTS". Pressing the number keys now lets you teleport around the level. When you load up disk one and the word {GOONIES} appears, hold down one of these mystical keys for various effects:

'F1' _____Infinite energy and infinite weapons.

'F2' _____Infinite energy.

'F3' _____Infinite lives.

If this cheat should fail try typing this one in instead! While playing the game, hit the pause button and type in "DIPUTS". Now you should be able to press any number key to teleport to different stages throughout the current level.

1.30 377

FIST FIGHTER: (Mr Larmer)

Pause game and press 'E' for full energy.

1.31 378

*FLASCHBIER:

On the title screen, hold down the RIGHT MOUSE BUTTON, LEFT MOUSE BUTTON, and press 'SPACE'. The game will start the 1st level and at the bottom of the screen the message TRAINER ACTIVE wil appear. Push up on the joystick to select level and press fire to try the level.

1.32 379

*FLASHBACK:

Walk up to a door you wish to pass and turn around so your back is to the door. Hold down your fire button and tap the joystick in the opposite direction to the door. Then push the joystick towards the door and release the fire button. (THIS IS TRICKY)

The level codes are:

	1	2	3	4	5	6	7
EASY:	"BACK"	"LOUP"	"CINE"	"GOOD"	"SPIZ"	"BIOS"	"HALL"
NORMAL:	"PLAY"	"TOIT"	"ZAPP"	"LYNX"	"SCSI"	"GARY"	"PONT"
DIFFICULT:	"CLOP"	"CARA"	"CALE"	"FONT"	"HASH"	"FIBO"	"TIPS"

German Level codes:

	1	2	3	4	5	6	7
EINFACH:	"WIND"	"SPIN"	"KAVA"	"HIRO"	"TEST"	"GOLD"	"WALL"
NORMAL:	"FIRE"	"BURN"	"EGGS"	"GURT"	"CHIP"	"TREE"	"BOLD"
SCHWIERIG:	"MINE"	"YOUR"	"LINE"	"NEST"	"LISA"	"MARY"	"MICE"

1.33 380

*FLIMBO'S QUEST: (Keith Krellwitz)

On the title screen, type "MIGHTY-ROGER" for infinite lives. The '-' is on the main keyboard.

1.34 381

FLINK CD\$^3\$\$^2\$:

Press DOWN and PAUSE. Then release DOWN, but still keep PAUSE pressed. Now press RIGHT, RIGHT, RIGHT, LEFT, LEFT, LEFT, RIGHT, RIGHT, LEFT, LEFT, RIGHT, AND LEFT. You should now have access to all spells and levels.

(SPELLS)

QUICKGROW-----leaf, feather, silver ring
 SPIRIT BOMB-----feather, gold ring, leaf
 LIGHTNING-----two diamond rings, feather
 DUST DEVIL-----leaf, silver ring, feather
 DEMON-----gold ring, mirror, necklace
 SHRINK-----mirror, necklace, amulet
 GHOST-----skull, tooth, magic root
 PLATFORM-----feather, tiger eye, feather

1.35 382

*FLOOD:

Enter "nn.QCUMBER." for your name on the high score table. Where nn equals a number 00-42. Example: "06.QCUMBER." will let you start at level 6. for levels 1-9 make sure you put a 0 before the number.

Enter "GIVEMECHEA" for you name on the high score table to activate the following keys:

"I"_____For a timed amount of invincibility.
 "M"_____To skip to next level.
 "A"_____Hold and press fire for a rapid shot.
 "L"_____To add lives to your current stock.

"B" _____????
 "W" _____????
 "O" _____ Press when falling to activate parachute.
 "Y" _____ Press when falling to activate ballons.

(LEVEL CODES)

LEVEL 1-"FROG"	LEVEL 15-"FOUR"	LEVEL 29-"LOOP"
LEVEL 2-"YEAR"	LEVEL 16-"GRIT"	LEVEL 30-"SING"
LEVEL 3-"QUIF"	LEVEL 17-"ZING"	LEVEL 31-"JOUX"
LEVEL 4-"LONG"	LEVEL 18-"JING"	LEVEL 32-"PINK"
LEVEL 5-"WORD"	LEVEL 19-"LIDO"	LEVEL 33-"GOGO"
LEVEL 6-"FRED"	LEVEL 20-"POOL"	LEVEL 34-"LETS"
LEVEL 7-"WINE"	LEVEL 21-"HATE"	LEVEL 35-"QUAD"
LEVEL 8-"GRIP"	LEVEL 22-"REED"	LEVEL 36-"BRIL"
LEVEL 9-"TRAP"	LEVEL 23-"LIME"	LEVEL 37-"EGGS"
LEVEL 10-"THUD"	LEVEL 24-"QUID"	LEVEL 38-"HENS"
LEVEL 11-"FRAK"	LEVEL 25-"WING"	LEVEL 39-"NAIL"
LEVEL 12-"VINE"	LEVEL 26-"FLEE"	LEVEL 40-"SOAP"
LEVEL 13-"JUMP"	LEVEL 27-"GIGA"	LEVEL 41-"FOAM"
LEVEL 14-"NILL"	LEVEL 28-"HEAD"	LEVEL 42-"MEEK"

1.36 383

*FLY HARDER: (Keith Krellwitz)

On the title screen, type "MECHANICA" for infinite lives. Also, on the title screen type "BIGBAND" for the ending.

(LEVEL CODES)

2----"PHOTON"	3----"METAGRAV"	4-"BLACKHOLE"
5-"SUPERNOVA"	6-"TRANSMITTER"	7-----"QUANT"
	8-"NEOGEOPOWER"	

1.37 384

FLY HARDER CD\$^3\$\$^2\$:

(LEVEL CODES)

2-"PHO"	3-"MET"	4-"BLA"	5-"SUP"	6-"TRA"	7-"QUA"	8-"NEO"
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These next two are just guesses (the level codes for the CD\$^3\$\$^2\$ are

the same as the first three letters of the A500 version, so the cheats may also work):

Try entering "MEC" for your password for infinite lives.

Try entering "BIG" for your password to see the ending.

1.38 385

*FLYING SHARK:

On the high score table enter any of the following for your initials:

"KDJ"_____For infinite lives.
"PJA"_____Infinite smart bombs.
"RLH"_____For acid men.
"JGL"_____For full firepower.
"RAB"_____Invincibility.
"HSC"_____Turns the screen black.

Note that you enter the first two letters as normal, then press and hold '5' on the numerical keypad, then enter the third letter to register the cheat.

1.39 386

FOOTBALL DIRECTOR 2:

On the menu selection, hold down 'CTRL' and 'C' to interrupt the program. Now enter "AI+AI+500000" and press 'RETURN' (it may be "AI=AI+500000"). Now type "CONT" and press 'RETURN'. This adds 500,000 credits to your current amount.

1.40 387

FOOTMAN:

In the first maze of {NEW WASTE}, go to the upper left corner entrance to the tunnel to hide from the ghosts and collect points from the fruit that appear periodically.

1.41 388

*FOREST DUMB:

Enter "0947" for the password for invincibility.

(LEVEL CODES)

1-"0123" 2-"4791" 3-"5628" 4-"9111" 5-"0997"

1.42 389

*FOREST DUMB FOREVER (Avalon): (Cheat by Abaddon/Codes by WT)

Enter "2400" for the password for invincibility.

(LEVEL CODES)

1-"0556" 2-"2424" 3-"7531"

1.43 390

*FORGOTTEN WORLDS:

On the title screen, type "ARC" and press the 'HELP' key. Press 'S' for the next shop and press 'N' for next level (2 players only).

1.44 391-----
FORMULA ONE GRAND PRIX:

Go to the pits, escape from the game and go to accelerate time. This should now finish the grand prix in pole position. It might be that you have to do this on the last lap.

Slip into the pits after your first lap and then simultaneously hold down the keys that make up the word "PALIR" and press the fire button. Not only will you be unable to crash but the game will not react as though you have pressed 'F4'.

Race a non-championship race and keep driving until the last lap. Then enter the pits and drive to your pit-crew. Wait for the message "Race over". This way you will always win the race.

Course	Front	Rear	Brakes	Gears (1-6)
Adelaide	28	30	2	22 31 39 48 55 63
Barcelona	31	33	8	25 31 38 47 56 63
Estoril	24	26	6	25 31 38 46 55 64
Hockenheim	02	03	11	30 37 44 51 57 61
Hungaroring	30	32	5	23 30 36 42 49 56
Imola	26	30	6	24 32 40 48 56 63
Interlagos	28	30	6	24 31 37 43 50 57
Magny	09	13	8	25 33 41 49 56 63
Mexico	40	40	6	25 33 40 47 55 62
Monaco	59	62	2	21 26 33 39 45 52
Montreal	09	22	7	25 32 39 47 55 63
Monza	09	11	11	27 34 42 50 58 66
Phoenix	48	52	7	24 31 37 43 50 57
Silverstone	17	19	7	28 38 42 49 56 63
Spa	26	29	8	25 34 42 48 56 65
Suzuka	18	20	9	24 33 40 48 56 64

1.45 392-----
*FOUNDATION WASTE: (Keith Krellwitz)

Press 'P' to pause the game and type "0772202997" as fast as possible. If you make a mistake press 'F' to unpaue the game and start again. If done right the screen should flash to let you know you are invincible.

1.46 393

*FRANKENSTEIN: (Keith Krellwitz)

Enter "J4Z" for your name on the high score table for invincibility.

1.47 394

FRONTIER:

If you select a system around 650 light years away from your position you will get an in range fuel reading allowing you to make jumps of that distance making things much easier on long hauls.

1.48 395

FRONTIER CD32 (Game Tek):

For more cargo buy at least one ton of rubbish and go to a system where you won't be caught for dumping it. Then go to the cargo screen and click a bit below the rubbish box. You should notice that the remaining cargo has gone up but the ammount of rubbish has stayed the same. Keep doing this and soon you'll have enough cargo space to get a large plasma accelator. If you do this in a small ship, eventually you'll be able to buy a class 7 hyperdrive and jump a long way across the galaxy with somewhere around 50 tons of fuel.

1.49 396

*FRUIT SALAD: (Keith Krellwitz)

Enter "FRUIT" for your name on the high score table. A screen should appear to let you telling you the cheat is activated. This will give you 50 lives and let you advance levels by pushing the

left mouse button.

1.50 397

*FULL CONTACT (Team 17):

In one player mode, type "MARTYN" to make your opponent give up and die.

I was also told that "TULEBY" (or "TULEBZ" if you have a German keyboard) works on another version.

1.51 398

FURY OF THE FURRIES CD\$^3\$\$^2\$:

On the title screen hold down the BLUE, YELLOW and GREEN buttons and then rotate the D-pad ANTI-CLOCKWISE seven times (starting at 12 O'Clock). The map screen will appear containing a red cross in the middle. Move the cross to whatever level you want and press the RED button.

1.52 399

FUSION:

On the high score table, type "SWAMP THING" for your name and then press 'E'. You can now skip levels with the '+' and '-' keys.

To jump into the editor push the joystick diagonally up/left, press fire, and press the 'E' key.

Start the game as normal, collect the ship and fly to the extreme top left of the playing area. Disambark from the ship and drive the buggy into the corner. Type "STONKER" and re-enter the ship. Now press 'D' to cycle though the available weapons. Press 'C' to cycle though the levels. When entering a level always position your ship at the top left of the screen. On the second level

repeat the above process and type "STONKER" again. You can now fly through walls and if you press 'F' you can hover over the switches and collect them.

1.53 400

*FUTURE SHOCK (Amigafun): (Keith Krellwitz)

Press 'SPACE' to pause the games and type any of the following:

"SPHINX"_____For infinite lives.
"SKIPLEVEL"_____To skip to next level.

1.54 401

FUTURE WARS:

After you have travelled into the future, been into the sewer and discovered the beast attacking the woman and her child, and also have the fuses and have uncovered the tap, go back up to the surface and hunt through the rubble until you find the blowtorch. Take this down into the sewer, fill it with gas from the tap and incinerate the monster.

1.55 402

FUZZBALL:

On a really hard level, wait for ages until your time runs out. A swarm of bees will now fly at you. shoot as many of them as you can. It does not matter whether you die. After losing a life, the bees disappear, as have the baddies. You are then free to complete the level with no foes.
